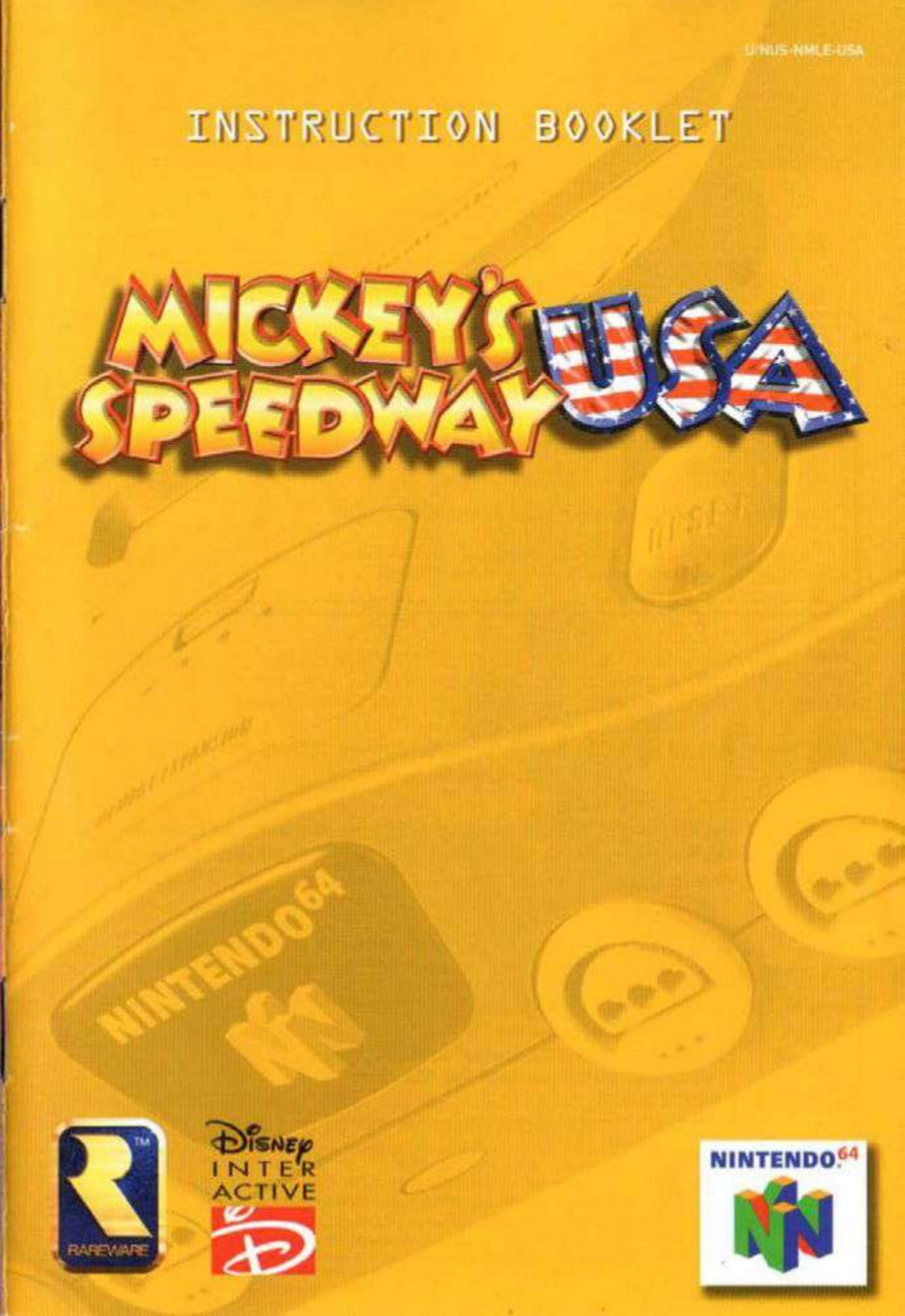
U/NUS-NMLE-USA

INSTRUCTION BOOKLET

MICKEY'S SPEEDWAY USA



RAREWARE

Disney INTERACTIVE

NINTENDO 64

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Thank you for selecting the Mickey's Speedway USA Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

EVERYONE E CONTENT RATED BY ESRB

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Disney INTERACTIVE

RAREWARE

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CONTENTS

ABOUT THE CONTROLLER	2
DOGNAP!	4
GETTING STARTED	6
THE RACERS	7
CONTROLS	8
GAME MODES	9
GAME SCREEN	11
RACING ESSENTIALS	12
WEAPONS	14
COURSES	16
WARRANTY & SERVICE INFORMATION	21

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For free, automated game play tips and news, call Nintendo's Power Line at:

1-425-885-7529

This may be a long distance call, so please ask permission from whomever pays the phone bill.

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1-900-288-0707 (**U.S.** $1.50 per minute) **1-900-451-4400** (**Canada** $2.00 per minute)

6 a.m. - 9 p.m. Pacific time, Monday - Saturday, 6 a.m. - 7 p.m. Sunday
Callers under age 18 need to obtain parental permission to call (prices subject to change)

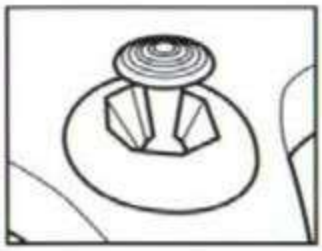
ABOUT THE CONTROLLER

THE NINTENDO® 64 CONTROLLER

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



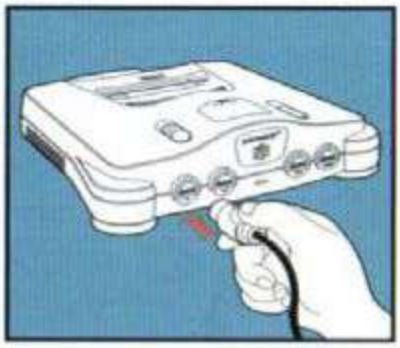
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument–make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center℠.

HOLDING THE CONTROLLER

While playing Mickey's Speedway, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons.

CONNECTING THE CONTROLLER



Up to four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start a game if the first controller socket is empty.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

You must use two, three or four controllers to play in the two-, three- or four-player game modes.

THE N64 RUMBLE PAK ™

This game is compatible with the Rumble Pak® accessory. Before using it, be sure to read the Rumble Pak accessory instruction booklet carefully. Make sure that the Control Deck is turned OFF when inserting the Rumble Pak accessory.

Mickey strolled down the garden path with Pluto's breakfast in hand, whistling cheerfully in the morning sun.

"Hi-ya, Pluto!" he called as he approached Pluto's doghouse. "Look what I have for you..."

His voice trailed off as he noticed that the doghouse was empty. A piece of paper pinned to the front of the doghouse showed a picture of Pluto locked in the back of a van, surrounded by several grinning Weasels. Mickey gasped and quickly scanned the writing above the picture:

"Hey, mouse! We have your dog and his diamond collar! Just try and catch us! Ha, ha, ha!

--The Weasels"

This was terrible! Did they dognapped Pluto for his collar? There was no telling how long they'd been gone, and Mickey knew that he had to recruit some help as soon as possible. He called his friends right away.

"Hey, everybody! The Weasels took Pluto! Meet me at Ludwig's shop. We have to get race cars and go after them!"

"That's awful!" gasped Daisy.

"Wait for me," quacked Donald.

"Oh my" declared Minnie.

Big bad Pete was listening in, hoping there would be a big reward for finding Pluto. "Weasels. Ha, ha!" he snorted

"Don't worry, Mickey," Goofy reassured his worried friend. "We'll get Pluto back."

Minutes later, they all met down at Ludwig Von Drake's workshop, where the cars were ready and waiting. "Now remember, I'll be with you all to give you extra power for your cars," Ludwig promised as they hopped eagerly into their drivers' seats. "Good luck!"

GETTING STARTED

Properly insert your Game Pak into the Nintendo® 64 system, then turn the power ON. When the Title Screen appears, press START to go into Mickey's room, then press the A Button to move on to the Character Select Screen.

Press left and right on the Control Stick to scroll through the available characters, then press the A Button to select one. Press the A Button one more time to confirm your choice. On the following screen, press left and right on the Control Stick to select the mode you want to play, then press the A Button. Finally, choose a difficulty level (Amateur, Intermediate, or Professional), then press the A Button to get started!

Any time you want to cancel a choice and return to the previous menu, simply press the B Button.

THE RACERS

The first time you play, you will be able to choose from six different Disney characters. Plus, as you play through the game, you might uncover additional, hidden characters! Minnie and Daisy are great for beginners, while Goofy and Pete provide a challenge for more experienced players. Mickey and Donald are good all-around performers.

MINNIE / DAISY

Weight:
Handling:
Acceleration:
Top Speed:

MICKEY / DONALD

Weight:
Handling:
Acceleration:
Top Speed:

GOOFY / PETE

Weight:
Handling:
Acceleration:
Top Speed:

CONTROLS

R BUTTON
Powerslide

C BUTTONS
C↑ - Change Camera
C↓ - Look Behind
C→ - Toggle Course Map and Speedometer

START
Pause

Z BUTTON
Use Weapon / Horn

A BUTTON
Accelerate

CONTROL STICK
Steer

B BUTTON
Brake / Reverse

GAME MODES

RACE SERIES

Three different series of races will be available the first time you play–Traffic Troubles, Motorway Mania, and Freewayphobia. In these series, you will race against computer-controlled characters and score points based on your ranking at the end of each race. Your points for each race will then be added together to decide your overall ranking. If you win the gold medal on the Professional difficulty level, you'll open up a fourth series, Victory Vehicles.

You can also unlock a fifth level, Frantic Finale, by retrieving the four car parts that have been stolen and hidden by the Weasels. Be sure to check your map to see where you should search for the hidden car parts!

TIME TRIAL

In Time Trial, you can race against the clock to try to set a new course record. Each time you race, your data will be stored temporarily–if you choose Retry at the end of your race, you can then race against a "ghost" image of your previous best time.

If you turn on Staff Ghosts on the Options menu, you can compete against the best times scored by the developers of the game!

PRACTICE MODE

Practice Mode lets you get used to the various characters and vehicles without the distractions of other cars and weapons. Watch out for the chickens!

CONTEST MODE

The goal in Contest Mode isn't to be the first around a track–it's to stay on the track longer than any of your opponents. Each racer will have three balloons, and one of his or her balloons will be lost each time he or she is hit with a weapon. When all of your balloons are gone, you're out of the race! Up to four human or computer-controlled racers can play in this mode.

OPTIONS

Options Mode lets you adjust various in-game settings, such as music and sound effects volume, widescreen settings, and ghost settings. Use the Control Stick to scroll through the different options, press the A Button to make a selection, and press the B Button to go back. Use the Control Stick to adjust each individual option.

GAME SCREEN

SINGLE-PLAYER GAME

The single-player screen displays your current ranking, number of Oomph Tokens, available weapon (appears only when you pick up an item), total race time, individual lap times, and course radar. You can also press the C→ Button to change the course radar to a speedometer. When one of your opponents crosses the start/finish line, his or her picture will be displayed, along with his or her ranking.

MULTIPLAYER

The multiplayer screen shows each player's ranking, number of Oomph Tokens, available weapon (appears only when an item is picked up), lap number, and course radar. Press the C→ Button to toggle the course radar on and off. Press the C← Button to change the Oomph Tokens and lap number displays to a race timer display.

RACING ESSENTIALS

- Each race consists of three laps.
- Traffic Troubles is the easiest set of races. The series will gradually become more difficult as you progress through the game.
- At the start of a race, press the A Button just before the green lights appear on the starting grid to get a Turbo Start.
- Each of the first ten Oomph Tokens you collect will slightly boost your vehicle's top speed.
- Press the R Button to Powerslide through a turn without losing speed. Press the B Button during a Powerslide to turn more sharply.
- High-tech projections of Huey, Dewey, and Louie will be on standby to lift you back onto the track after a fall, announce the number of remaining laps, and issue a warning if you're going the wrong way on the track.

- If you finish in fourth place or better, you will receive a certain number of points and will advance to the next course. Your points for all the races in the series will be combined to determine your overall ranking.

- If you finish fifth or sixth in a race, you will fail to qualify for the next race, and you will be given the option to retry that course. On the second, third, and fourth races in a series, you will have three chances to qualify before you have to start over from the beginning of the series.

- Gold, Silver, and Bronze trophies will be awarded to the drivers who place first, second, and third overall in a series of races. If you finish first in every race in the series, you'll receive a special Platinum Cup!

- Up to four human players can compete in any of the race series. Or use the VS Option to let up to four players race on an individual track.

WEAPONS

To add an extra edge to the competition, Ludwig Von Drake has designed a series of weapons to help–and hinder–the drivers in their quest to rescue Pluto. Drive through one of the question-mark barrels on the track to pick up a weapon. Press the Z Button to activate your weapon, but watch out for attacks from your fellow racers!

UNIFIED TOKEN DELIVERY SYSTEM

Gives you three Oomph Tokens.

CARBO-BEVERAGE SPRITZER

Gives you a temporary speed burst.

UN-EXPRESSWAY PAINT SPLOTCHER

Causes any racer who hits it to skid. Normally released behind your car but may be thrown forward by pressing up on the Control Stick while firing.

INCREDI-FLATED BASEBALL CHUCKER

Explodes when any car hits it. Normally fired in front of your car but may be dropped behind you by pressing down on the Control Stick while firing.

MICRO-WHEELED TRACECHASER

Homes in on a vehicle in front of you.

ANTIGRAV-O-KIT MAGNO FLYER

Follows the contours of the track to hit an opponent ahead of you.

SHELLAC-O-MATIC SHIELD SHELL

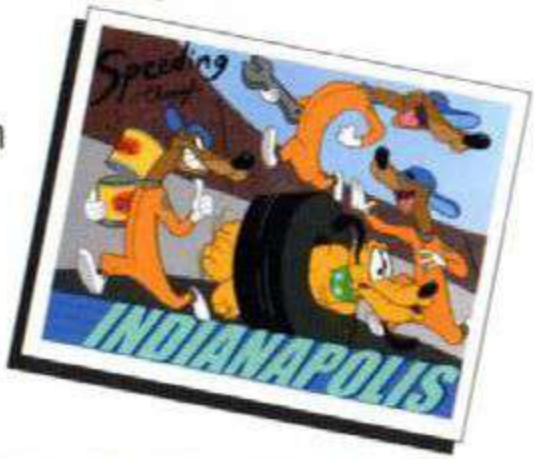
Renders you temporarily invulnerable and able to travel across slow surfaces at top speed.

STORMY WEATHER WHENEVER ENGAGER

Slows down all of the characters ahead of you.

COURSES

Race across the USA to track down those dirty Weasels and get Pluto back!



INDIANAPOLIS - A classic raceway where Von Drake tests his cars.

SAN FRANCISCO - A course through the steep city streets.

NEW MEXICO - A wide course with gentle turns.

GRAND CANYON - The longest track you'll find in the game.

LOS ANGELES - A great place to test your Powersliding technique.

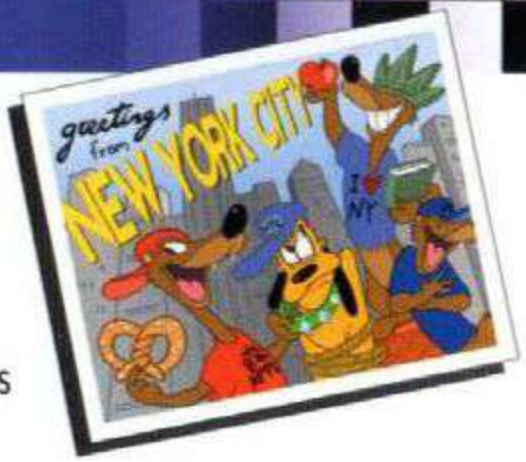
ALASKA - An icy course with a dangerous intersection.

LAS VEGAS - A course full of bright lights and shortcuts.

PHILADELPHIA - A hazardous course riddled with falling crates.

DAKOTA - A short, but challenging, track.

SEATTLE - A late-night race through city streets and storm drains.



NEW YORK - A course with many different routes.

CHICAGO - A race through the city's sewers.

YELLOWSTONE - A tight track with sharp turns and tricky obstacles.

WASHINGTON, D.C. - A course through the gardens and narrow corridors of the White House.

EVERGLADES - A track through a swamp where the trick is to stay out of the mud.

MALIBU - A course with sweeping turns and a tricky boardwalk section.

HAWAII - A varied course that's a true test of driving ability.

OREGON - A chance to master the tightest of turns.

TEXAS - An unforgiving course that demands total concentration.

COLORADO - A test of both nerve and skill.

CONTEST ARENAS

DOCKYARD - Grab some weapons, then duck for cover.
WHITEHOUSE - Use the maze of low hedges to deceive opponents.
ARENA - Keep moving in this open area.
STEAMBOAT - Check the course radar to find your opponents.

NOTES

SPEED WAY

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This warranty is only valid in the United States.

REV. L

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